

Email maxluoxiii@gmail.com

Phone 630-432-3267

Maxiwell Luo

913 Ashford Lane
Westmont, IL 60559

Education	University of Illinois at Urbana-Champaign Bachelor of Science, Computer Science / Master of Computer Science GPA: 3.68/4.0	Urbana-Champaign, IL Graduation: May 2021
	Hinsdale Central High School Valedictorian GPA: 5.93/5.0	Hinsdale, IL August 2013 - May 2017
Relevant Courses	Data Structures, Computer Architecture, Numerical Methods I, Applied Linear Algebra, System Programming, UI Design, Probability and Statistics, Algorithms & Models of Computation, Computer Security I, Communication Networks, Game Dev Process, Top Down Video Game Design, Algorithms (IP), Programming Languages and Compilers (IP), Interactive Computer Graphics (IP)	
Work Experience	Eagle Seven, Software Development Intern Wrote software to calculate performance metrics on trade engines and upgraded the performance testing framework using InfluxDB and Grafana to improve automation, comparison, and real-time capabilities to drive future development of the trading engines.	Chicago, IL May 2019 – August 2019
	Fermilab, Application Development and Systems Analyst Designed and developed a web app in Angular to interface with an instrument calibration database	Batavia, IL May 2018 – August 2018
	University of Illinois, Dining Services Team Collaborated with full- and part-time workers to deliver a pleasing dining experience to students, staff, and visitors by assisting in food preparation and service	Urbana-Champaign, IL August 2017 – December 2017
	Chess Tutor Trained children to improve their chess skills and prepare them for more competitive levels of chess	Woodridge, IL July – August 2016-2017
	Fermilab, Software Intern Using C, implemented and analyzed the effectiveness of data compression algorithms for use in collecting data during experiments	Batavia, IL June – July 2016
Projects	HackIllinois Cooperated in a team to develop a drawing/messaging service modeled on the DS software PictoChat in Python.	Urbana-Champaign, IL February 2018
	neuralMario Implemented a NEAT algorithm to create an AI that could play Super Mario World	Hinsdale, IL May 2017
Activities	UIUC SigPWNy Collaborated with peers to identify and research vulnerabilities in various software systems	Urbana-Champaign, IL 2017 – Present
	Robotics Team — Designed and built robots to compete in the FIRST Robotics Competition on team DevilStorm Robotics — Trained new members in fundamental programming techniques	Hinsdale, IL 2013 – 2017
Skills	Proficient in C/C++, Java, Python	Basic Rust, OCaml, x86 Assembly
	Intermediate knowledge of Verilog, HTML/CSS, Javascript (Angular), InfluxDB, Grafana, Unity, Unreal Engine	Conversational Mandarin, basic French